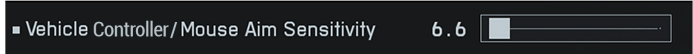


What is BF6's "Tank Aim Sensitivity" slider not telling you?

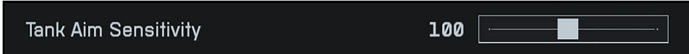
And why, unlike in previous Battlefields, every tank sensitivity setting forces a bad compromise between first and third-person views (+ez fix)

Is there a way to decouple third-person (3P) and first-person (1P) sensitivities, as that alone would instantly solve the problem ? **Spoiler alert: no!**

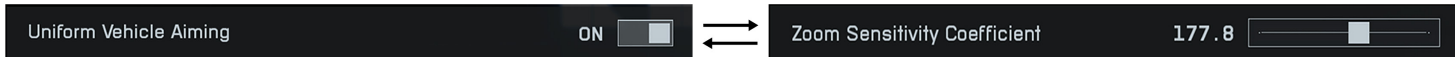
You can skip straight to the next section, or keep reading if you're interested in the purpose of each slider (which, for some of them, is not quite what their names suggest).



Both entries of this slider, which can be found in two different submenus for QoL reasons, are linked and serve the **same** purpose: setting a base sensitivity for all vehicles.



Despite its somewhat misleading name, this setting does **not** allow independent 1P and 3P sensitivity adjustment. Its sole purpose is to separate tank sensitivity from heli and jet sensitivities, by applying a percentage of the "Vehicle Aim Sensitivity" setting.



Uniform Vehicle Aiming, regardless of its **state** (on/off) or **coefficient value** [0;300], **does not** allow independent 1P and 3P sensitivity adjustment either, but this behavior is expected.

In fact, it is an FOV-based scaling algorithm (1) and therefore, by definition, requires the **same camera model** to operate. Since 1P and 3P tank views use different camera models (one is **outside** the vehicle, the other is an **optic inside** the vehicle), it cannot affect the sensitivity ratio between them.

It does, however, affects the sensitivity ratio between **unzoomed** and **zoomed** 1P views, since both use the same internal tank optic.

The relationship between 1P and 3P sensitivities is then defined by a fixed ratio over which we, as players, have no control whatsoever. Unlike in previous BF games, that ratio forces unnecessary trade-offs in BF6.

In fact, previous titles used a value of 1.75, whereas BF6 uses 2.75 as of Season 3 (June 2026) (2)(3). It might not seem like a big difference at first, but once you start digging into it, you quickly realize that its impact on tank gameplay is anything but negligible.

The old 1.75 ratio was not arbitrary; it hit the sweet spot for multiple reasons.

The first and most obvious reason is that it allowed each tank view to excel at its intended role without forcing players into unnecessary compromises, as illustrated by the graph below. You can verify this for yourself in BF6, and I'll explain how later in this document.

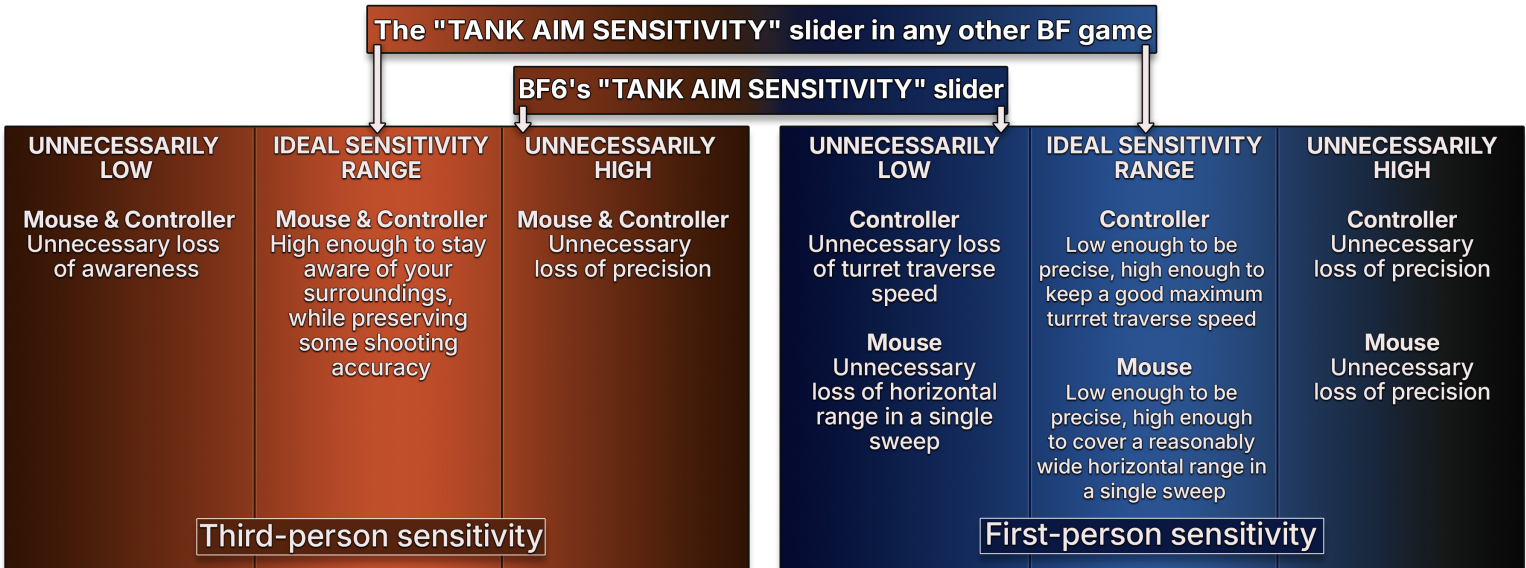
The second is that it was broadly **consistent** with the scaling automatically applied to the infantry sensitivity by "Uniform Infantry Aiming" ("UIA"), regardless of its coefficient, at magnification levels comparable to the FOV difference between tank 3P and 1P views (4).

This helped preserve a **familiar aiming feel** and maintain reasonable **consistency** not only between tank views, but also between tank and infantry gameplay, which, despite their inherent differences, share many common aiming and gameplay principles.

To continue with the infantry comparison, the 2.75 ratio produces a sensitivity behavior similar to having the "Infantry ADS Sensitivity" permanently locked around 60 ($\pm 5\%$ depending on the state ("on"/"off") and coefficient of "UIA"), while all individual zoom sensitivity sliders are stuck at their default value of 100 and remain inaccessible.

It's hard to imagine this being the preferred setup for the majority of players.

We then end up in this situation (moving the sliders left and right is obviously allowed, but that's all we can do)



Want to feel the difference for yourself? Testing a 1.75 ratio in BF6 is surprisingly easy ;)

But beforehand, we need to understand how the game limits the turret speed for each input, and what we're really testing :

***On controller**, the turret's **maximum** turning speed is directly tied to the sensitivity setting, and your chosen sensitivity determines how much of that speed you can actually access. As a result, the first-person view test described here will primarily reflect how **responsive** the turret feels at different sensitivity levels.

***On mouse**, things work differently. Once the turret reaches its maximum allowed turning speed, any additional mouse input is simply **ignored**, creating a "**damped**" feeling. Otherwise, players could bypass the speed limit entirely by increasing their DPI or sensitivity. This means that, regardless of your sensitivity setting (provided it is not excessively low), you'll still be able to reach the turret's maximum turning speed. Some of you might conclude from this that sensitivity doesn't matter. In reality, it still matters a great deal, and you'll soon see why.

To mouse players only (controller player, you can safely skip directly to the test)

What you are testing is not the turret's maximum turning speed, but the sensitivity itself: the horizontal (and, to a lesser extent, vertical) **range** that can be covered in a **single mouse sweep**, or equivalently, the number of centimeters/inches required to rotate the camera by a given angle (the most common sensitivity metrics being cm/360 and inches/360).

This directly affects both the frequency of mouse repositioning and the precision of your aim, and can make the difference between a responsive and **enjoyable** tank experience or a **sluggish** one. In some situations, it can also be the difference between **life** and **death**.

To make the first-person sensitivity test presented here **meaningful**, you will then need to keep your mouse movement speed **low enough** to avoid hitting the turret maximum turning speed (TMTS) **cap** as much as possible. Every time you hit the TMTS cap, part of your mouse movement is no longer translated into camera rotation. At that point, you are no longer evaluating the sensitivity itself. As a result, your perception of how the new setting actually feels may become **biased**.

The test

I **recommend** using KK's Test Range (Portal code: ZUKP7), but you can also test this **directly in a multiplayer game** if you prefer. If you go for the test range: spawn next to the tanks, and toggle all the vehicle bots (movement on/no shoot).

Then, all you need to do is **roughly identify where your current "Tank Aim Sensitivity" setting sits on the page 1 graph**, and try moving it in the **opposite direction**.

*(For the nerds : $(2.75/1.75)*100=157$. In other words, the sensitivity discrepancy imposed by the BF6 ratio is roughly 57% larger than it was in previous Battlefield games.)*

So, if, for example, your aiming usually feels a **bit sluggish in 1P-unzoomed view** (regardless of the maximum turning speed of the turret, which is a separate issue), try increasing your sensitivity by 30 to 60 %.

It will probably feel much better in this **particular view**, but chances are you'll end up reverting to your previous setting because your 3P aiming now feels too imprecise/shaky for no reason.

On the other-hand, if you feel like your **3P sensitivity is usually shaky/unnecessarily imprecise**, try lowering your sensitivity by 30 to 60%.

It will probably feel much better in **this view** (without hindering your awareness-related tasks) but chances are you'll end up reverting to your previous setting because your **1P-unzoomed view** aiming now feels too sluggish.

Note : speaking of situational awareness, I would highly recommend (especially for controller players) binding "**Flick Look Backward**" feature to an unused button. It allows you to quickly check your surroundings without having to rely on sensitivity. It's well thought, and its speed is customisable.

If you don't really know where you sit, you can test both in lower proportions: simply note your current sensitivity, increase it by 25%, and spend a few minutes playing in 1P view. Then revert to your original setting, decrease it by 25%, and play in 3P view. Chances are you'll quickly notice that **improving one view tends to make the other feel worse**.

The exact balance point may vary from player to player, but the compromise itself remains—and is entirely unnecessary.

How to fix that?... easy! The catch is that only DICE can.

They would simply need to bring the ratio back to 1.75, like it was in previous BF games—probably not the most challenging task for a team of professional devs.

Or better yet, let players adjust 1P and 3P sensitivities independently. Admittedly, this could be a bit harder to implement, as controller turret maximum rotation speed is directly tied to the sensitivity setting. As a result, the underlying sensitivity scaling system could likely need some rework depending on how the feature is implemented.

Still, it's probably not the end of the world.

Sources :

(1) <https://www.ea.com/games/battlefield/battlefield-2042/news/dev-notes-uniform-soldier-aiming>

(2) "Tank sensitivity scaling problem : BF6 season 3 (Mouse and controller)" - Youtube

(3) "Tank sensitivity scaling problem : BF6 season 2 vs BFV/2042" - Youtube

(4) Graphs page 3 / calculated from the tests in the videos.

How much does uniform aiming divide your base sensitivity* by?

*Base sensitivity = 3rd person sensitivity for tanks / Hipfire sensitivity for infantry

Note : As explained in the article, "Uniform Vehicle Aiming" has no effect on that particular case, hence the fixed and unchanged ratio.

Zoom level Most used uniform aiming coefficients	Infantry 1.5X		Tanks 1st Person (1.5X more zoomed-in than 3rd person)
	Min FOV (85)	Max FOV (120)	
177.8	1.57	1.45	2.75
133	1.62	1.5	2.75
0	1.75	1.75	2.75
Uniform Aiming = OFF	1.75	1.75	2.75
300 (for the science)	1.45	1.35	2.75